Encourage Cubs to think about maps, what they are, how and why they are used, and provide a simple map-making exercise.

Preamble

This is a preliminary exercise in map making for younger Cubs. The specific example referred to throughout these notes is that of mapping the children's playground at the Wamboin Community Hall. In creating any alternative exercise, keep the area to be mapped relatively small, flat if possible (so that Cubs can stand at any point and see everything they're mapping), bounded by a regular shape (square, rectangle etc.) and ensure that relevant features can easily be drawn in plan view.

It may be of value to complete the 'Plan View Quiz' prior to this exercise, to get the Cubs used to thinking about what things will look like from above.

Mapping Activity

Using the piece of graph paper provided, make a map of the Wamboin Community Hall Playground.

With the whole Pack, or in small groups, discuss why maps are important in our lives—old maps, and current ones. Encourage Cubs to think widely—learning about earlier times, safety, quicker travel, finding exciting/interesting places to explore, understanding our world *etc.*

Before commencing, discuss the concept of *map scale*—we've only got a small sheet of paper on which to draw a picture of a large area, so our map will have to be smaller than the actual playground. The difference between the size of our drawing and the size of the actual playground is called the *scale* of our map.

1. **Determine an Appropriate Scale** – Either with a tape measure, or just by pacing out the distance, determine the size of the playground, and how best this might be scaled down to fit on our sheet of mapping (graph) paper;

2. **Orient Map with Compass** – Use a compass to determine which direction is North, and mark what direction this will be on our map. Note that all maps (should) have North marked on them, so that the user knows how the map is to be oriented relative to the ground;

3. **Base Plan** – Measure out and plot the playground boundary;

4. **Individual Details** – Locate and plot the positions of individual items in the playground on the map. In general we can locate any item by measuring the distance from two known points.